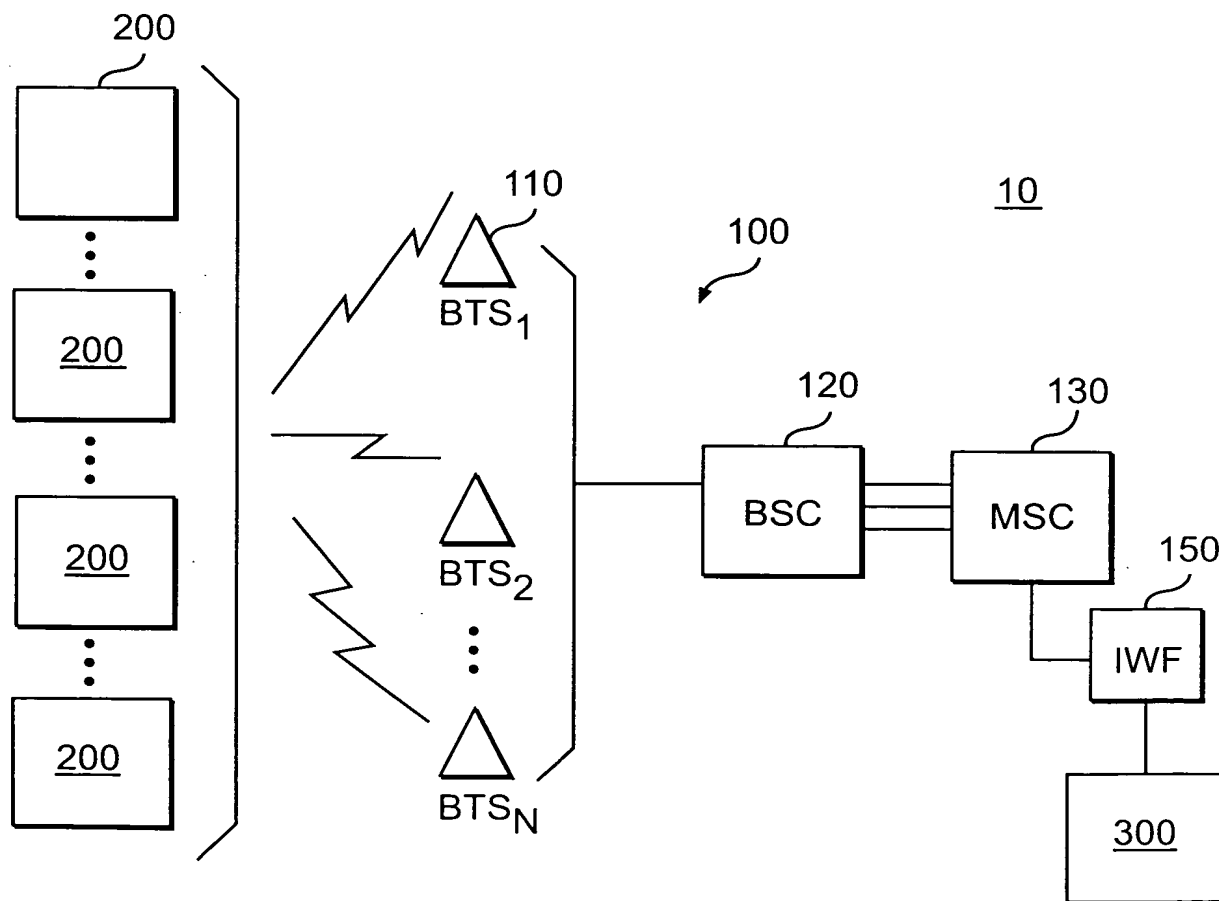
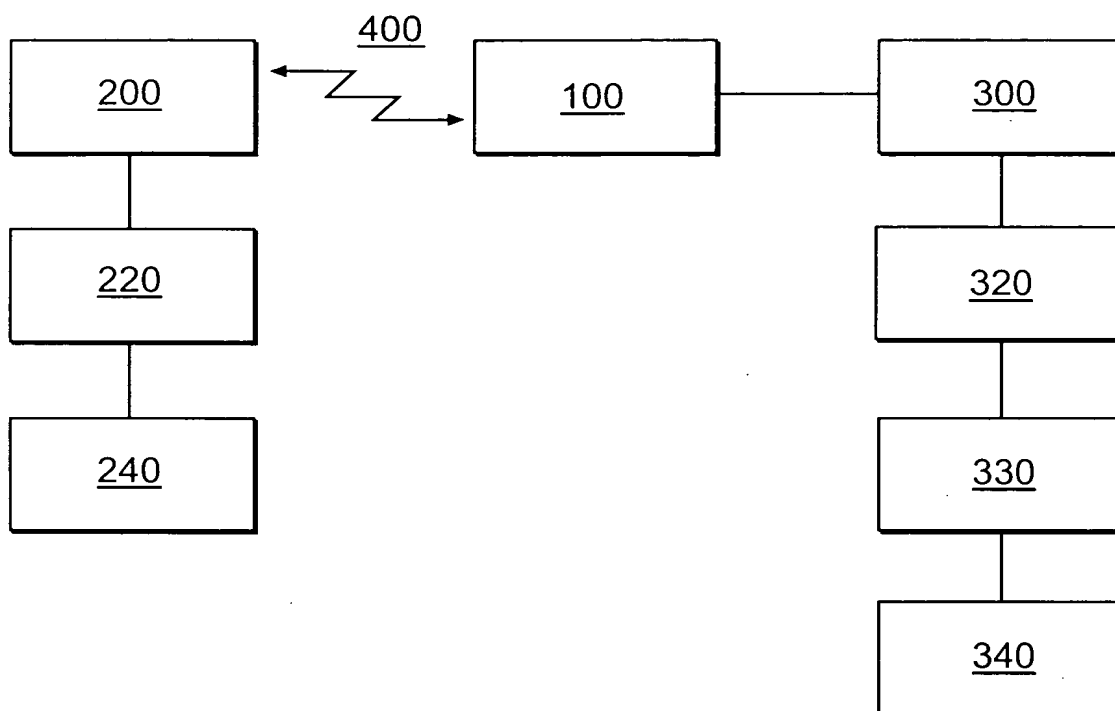


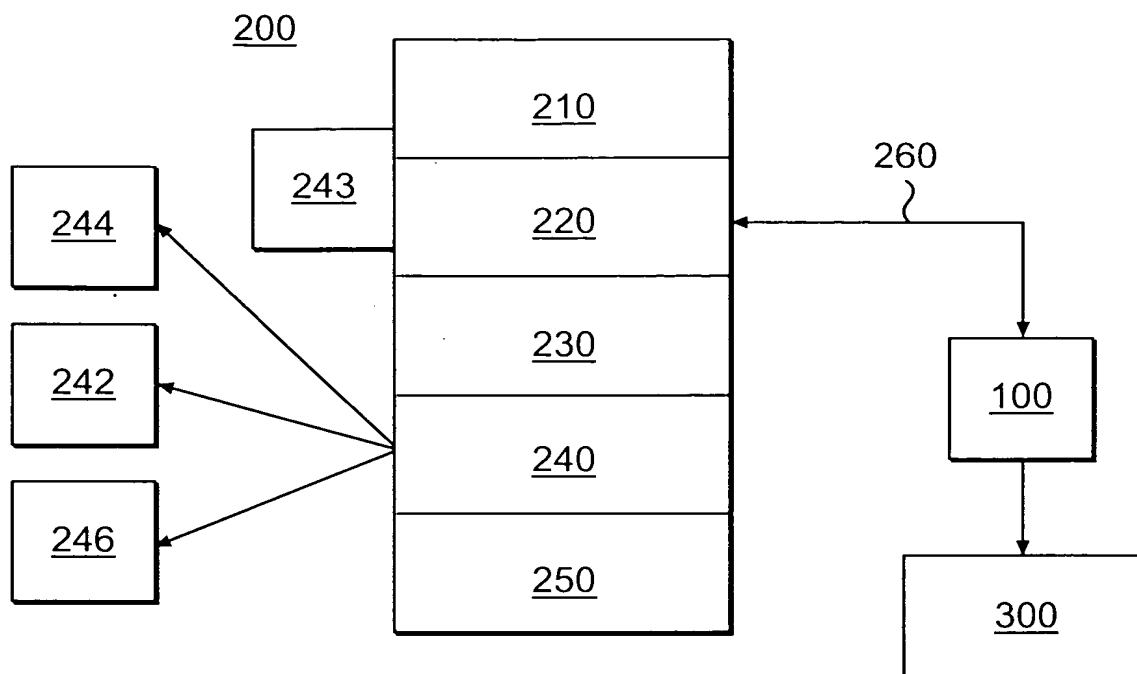
**FIG. 1a**



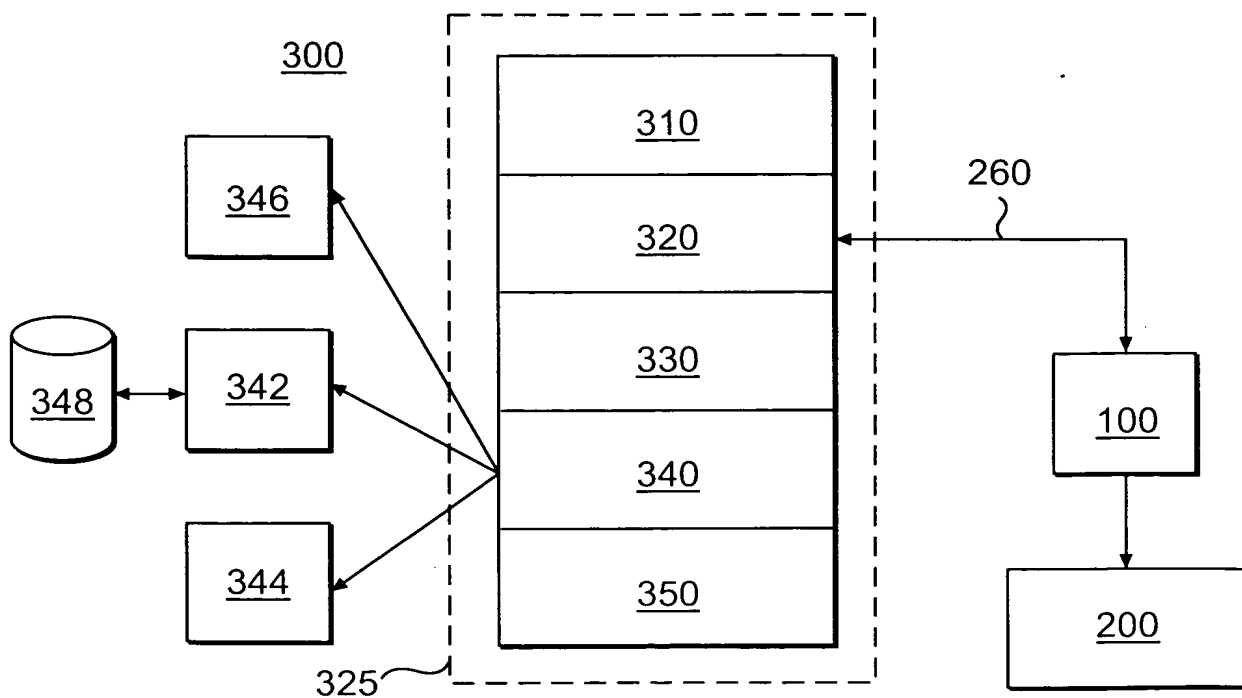
**FIG. 1b**



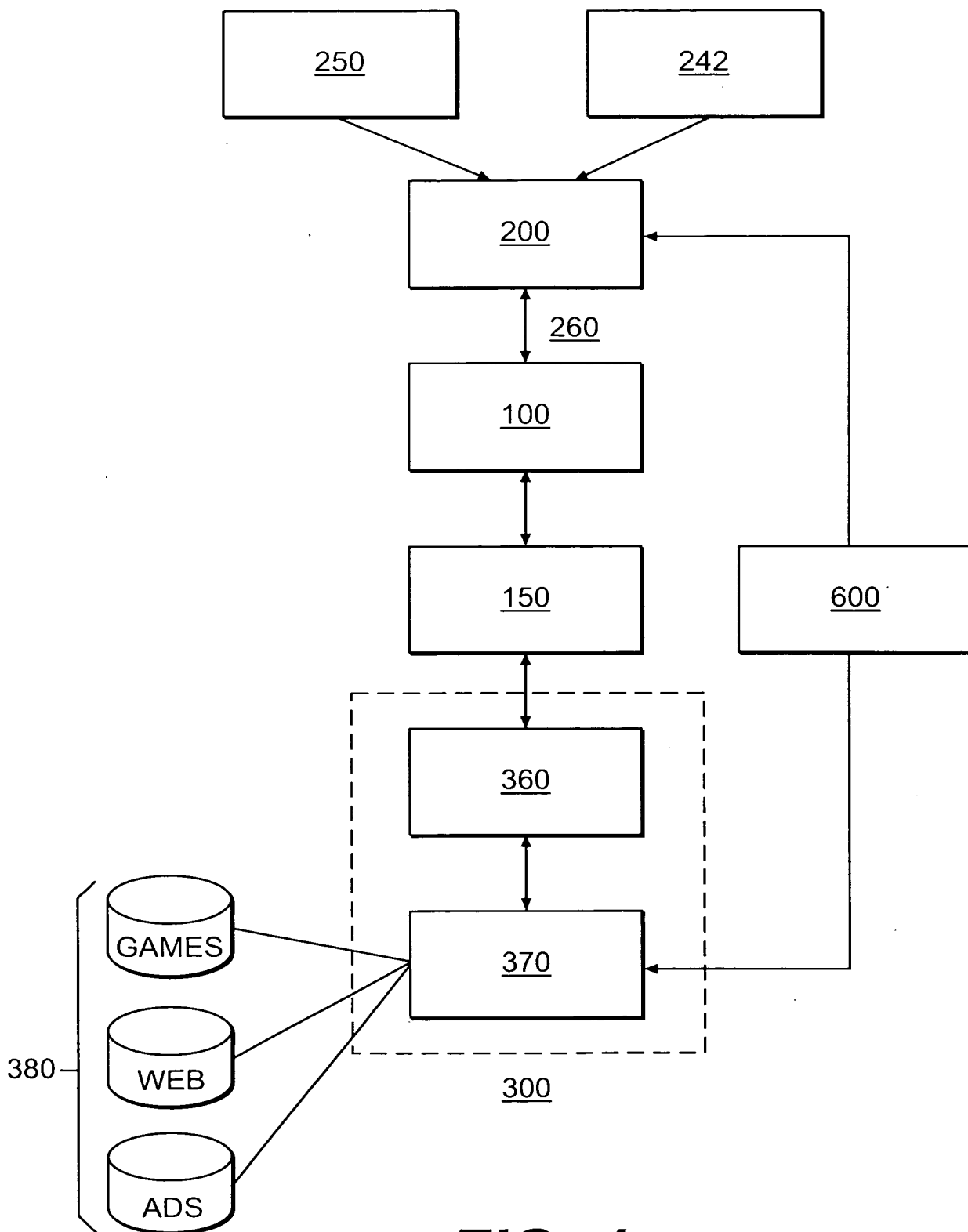
**FIG. 2**



**FIG. 3a**

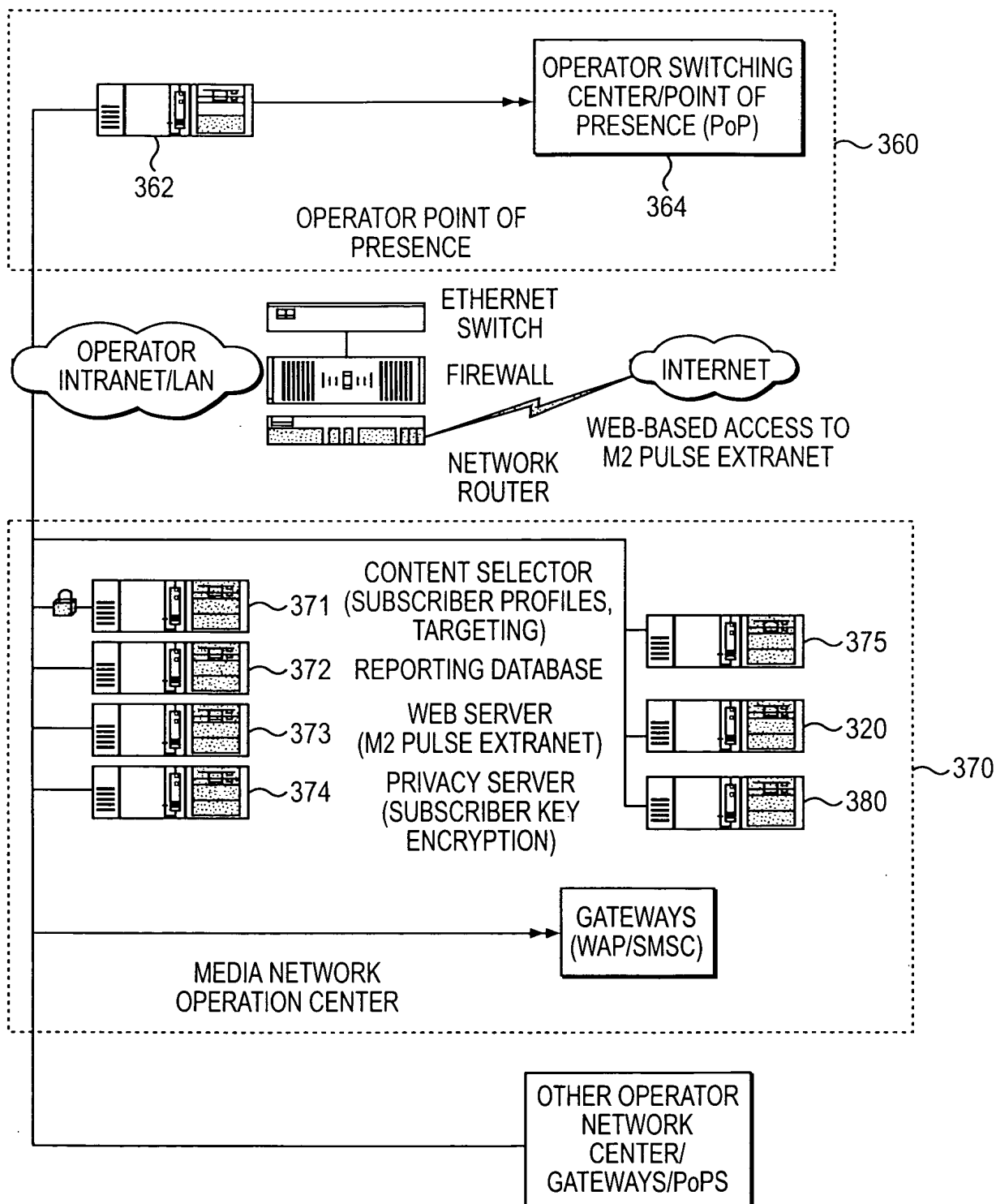


**FIG. 3b**



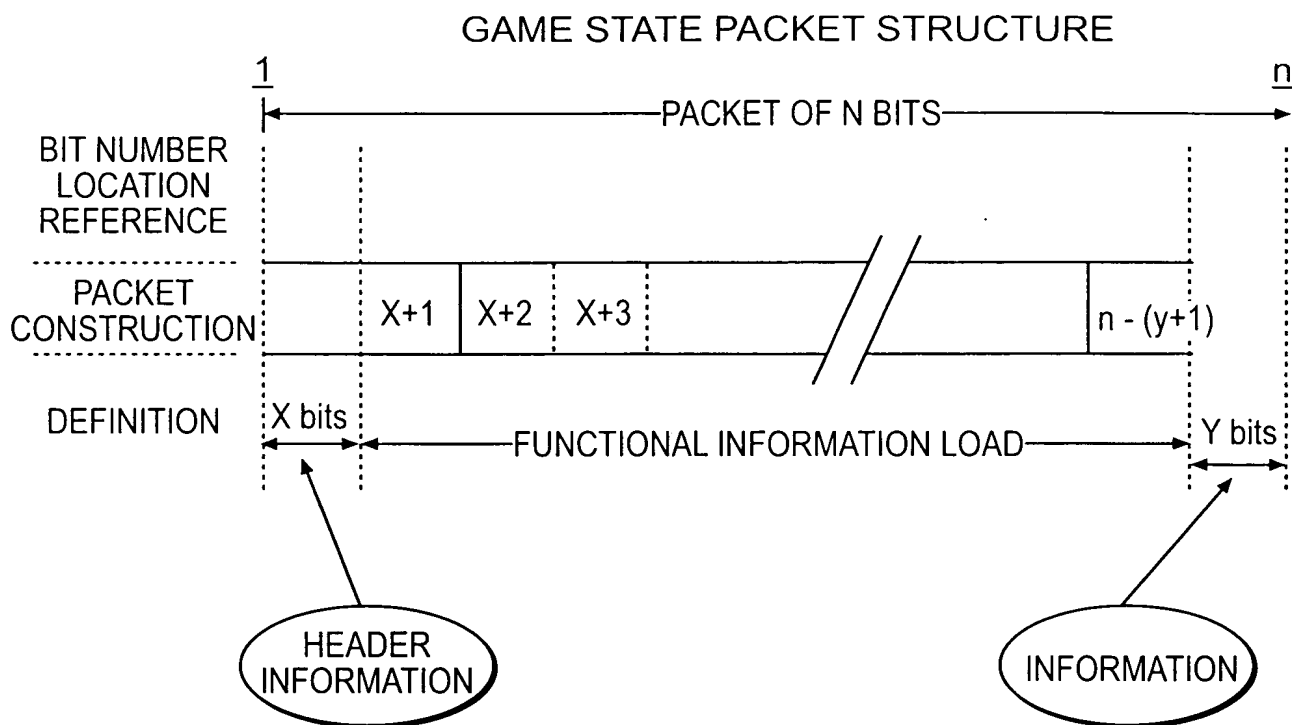
**FIG. 4**

300



**FIG. 5**





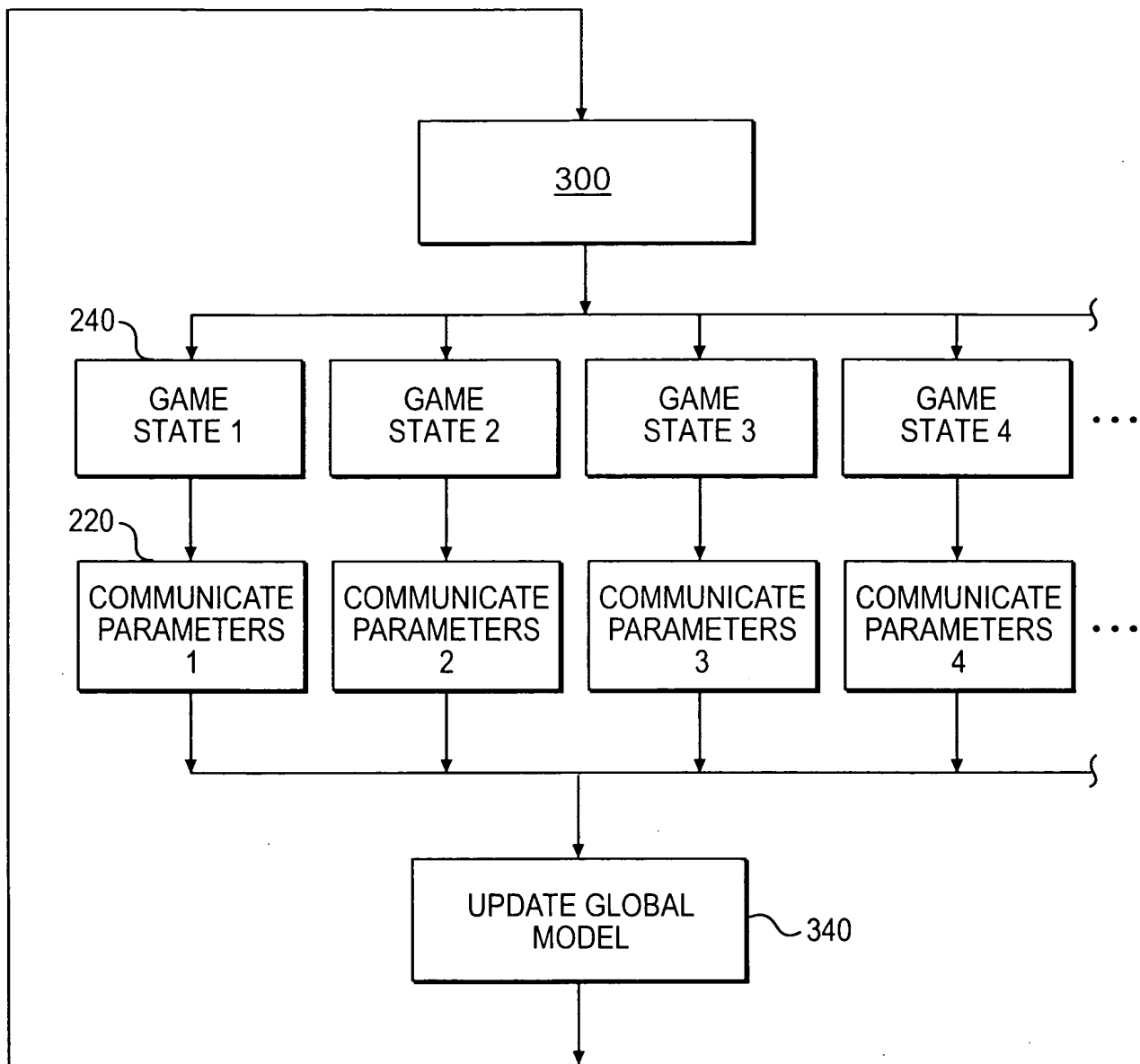
**FIG. 7**



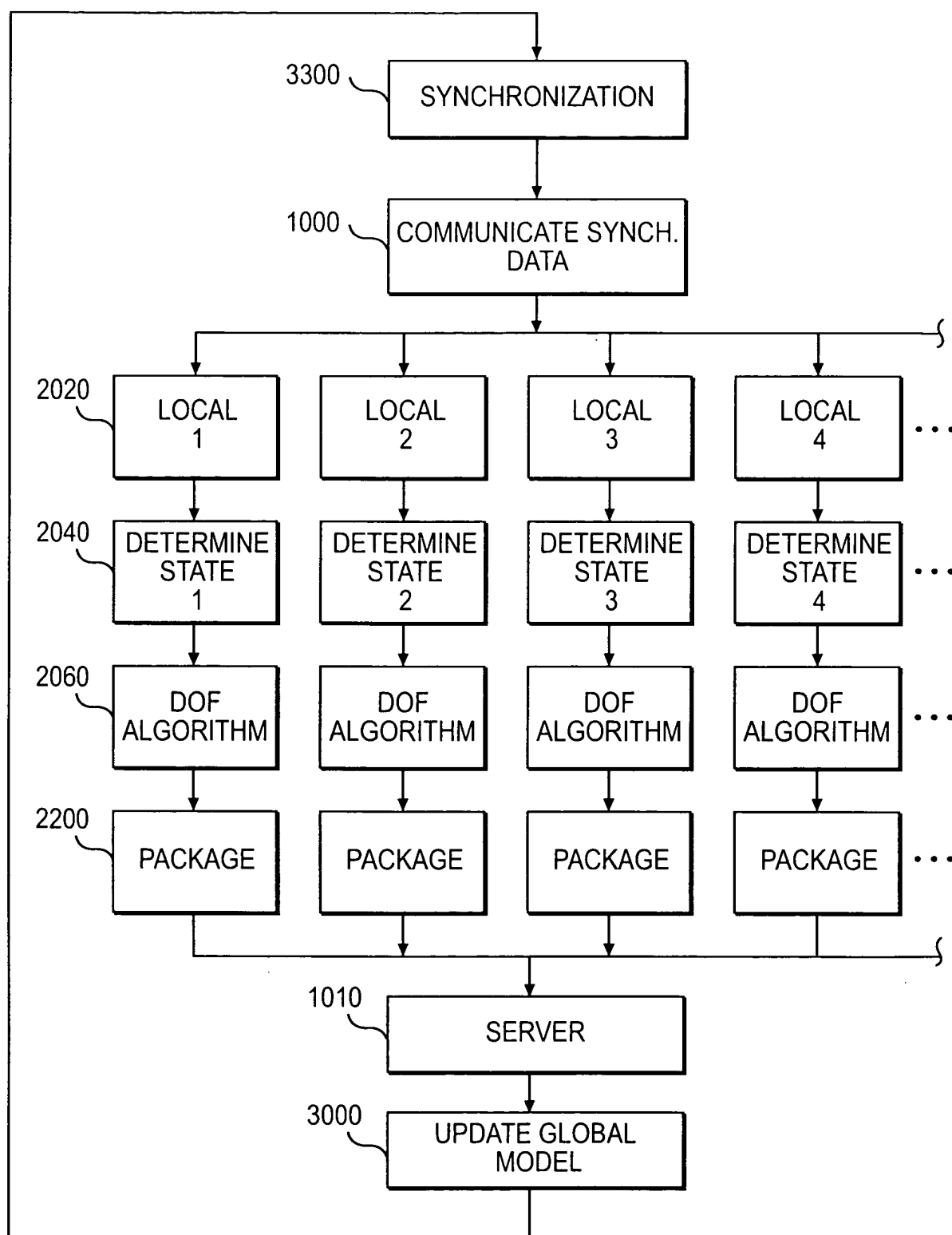
<u>BIT NUMBER</u> <u>LOCATION</u>	<u>DoF VARIABLE LIBRARY</u>	<u>MAPPED GAME</u> <u>OBJECT LIBRARY</u>
<u>X + 1</u>		
<u>X + 2</u>	<u>DoF CLASS A</u>	<u>A = OBJECT + A DoF 1</u>
<u>X + 3</u>		
<u>..</u>		
<u>..</u>	<u>DoF CLASS B</u>	
<u>..</u>		
<u>..</u>		
<u>..</u>	<u>DoF CLASS C</u>	
<u>..</u>		
<u>..</u>		
<u>..</u>	<u>DoF CLASS D</u>	
<u>..</u>		
<u>..</u>		
<u>..</u>		
<u>..</u>		
<u>..</u>		
<u>..</u>		
<u>N - (Y + 1)</u>	<u>DoF CLASS Z</u>	<u>Z = OBJECT N DoF N</u>

**FIG. 8**

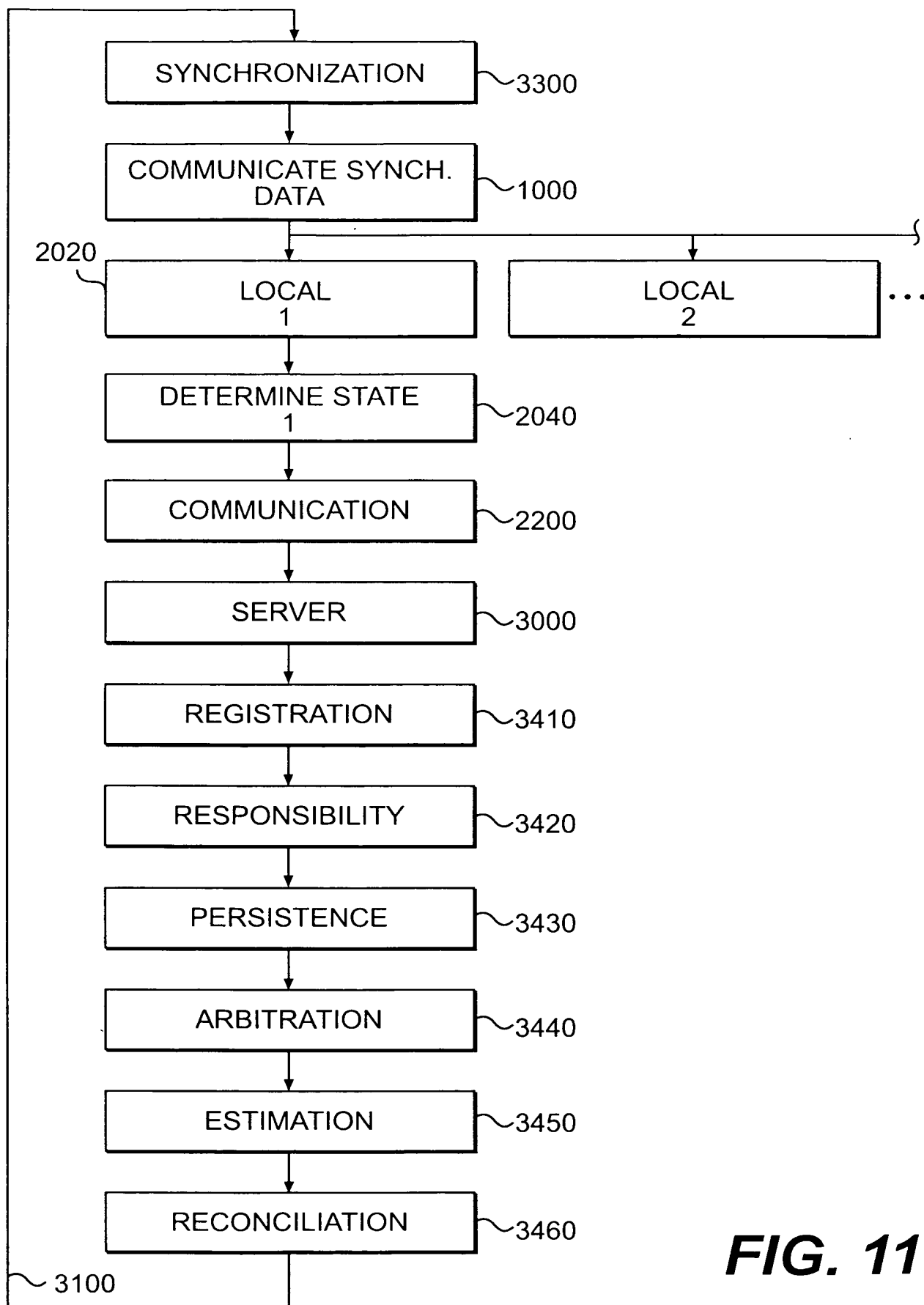




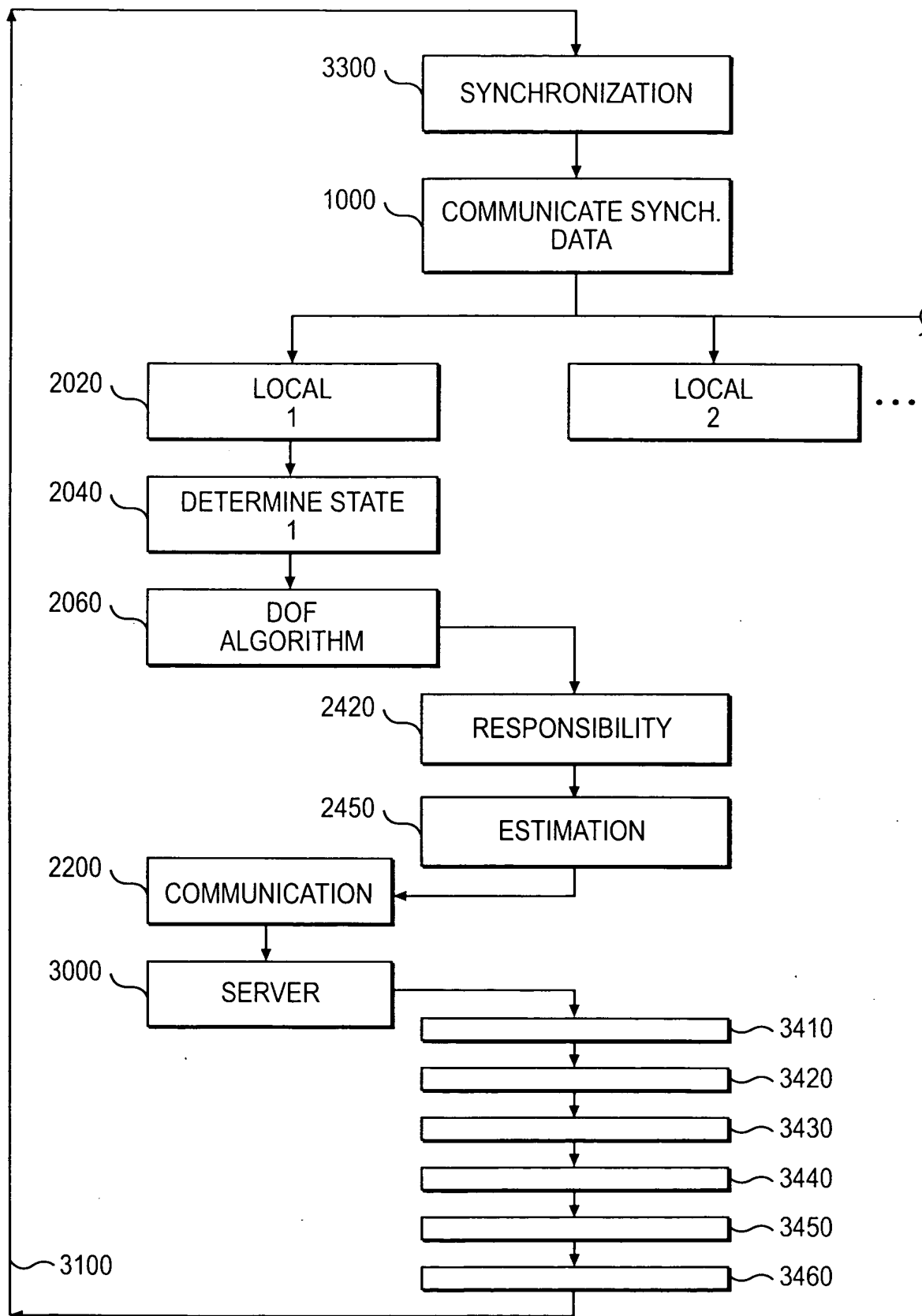
**FIG. 9**



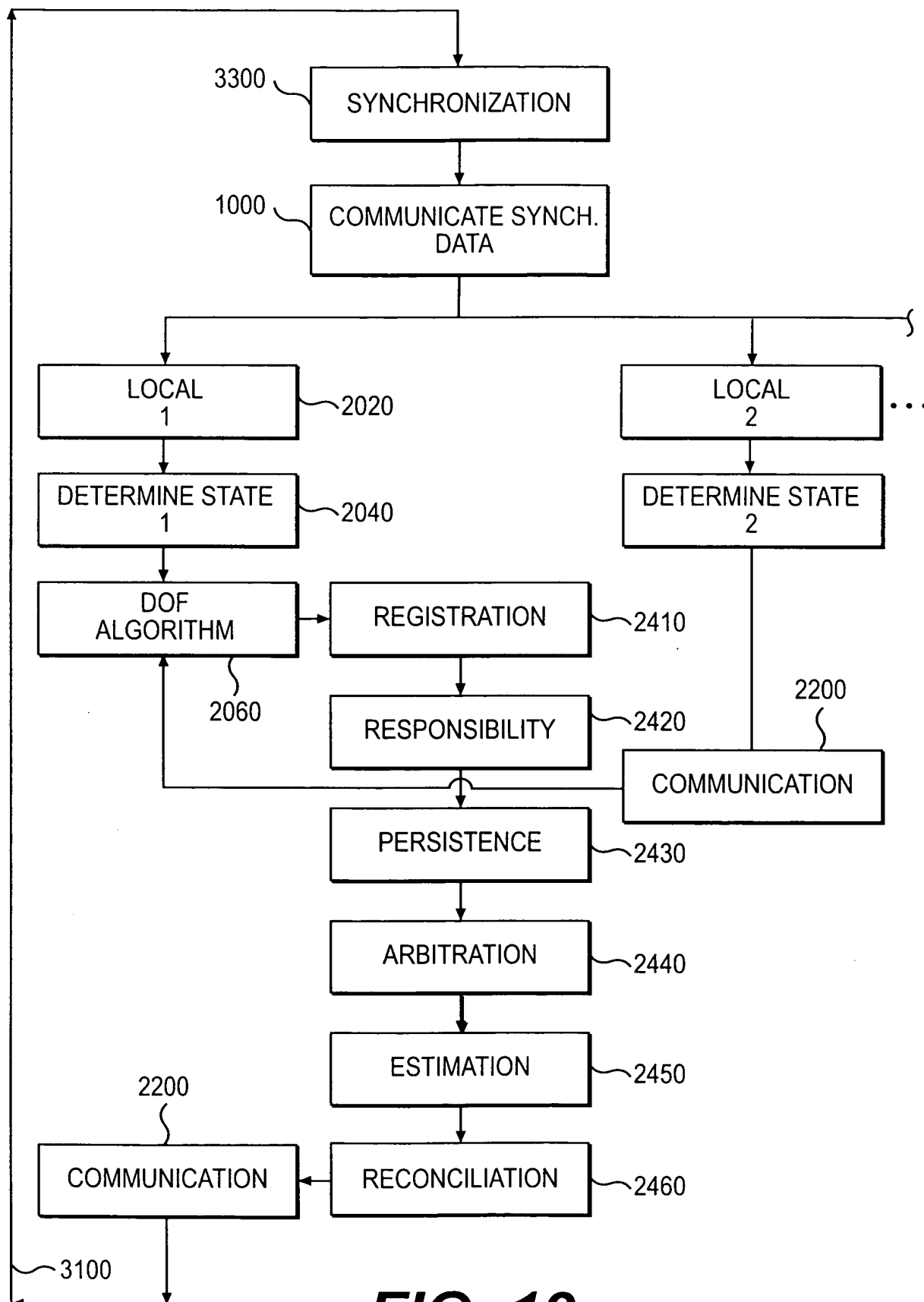
**FIG. 10**



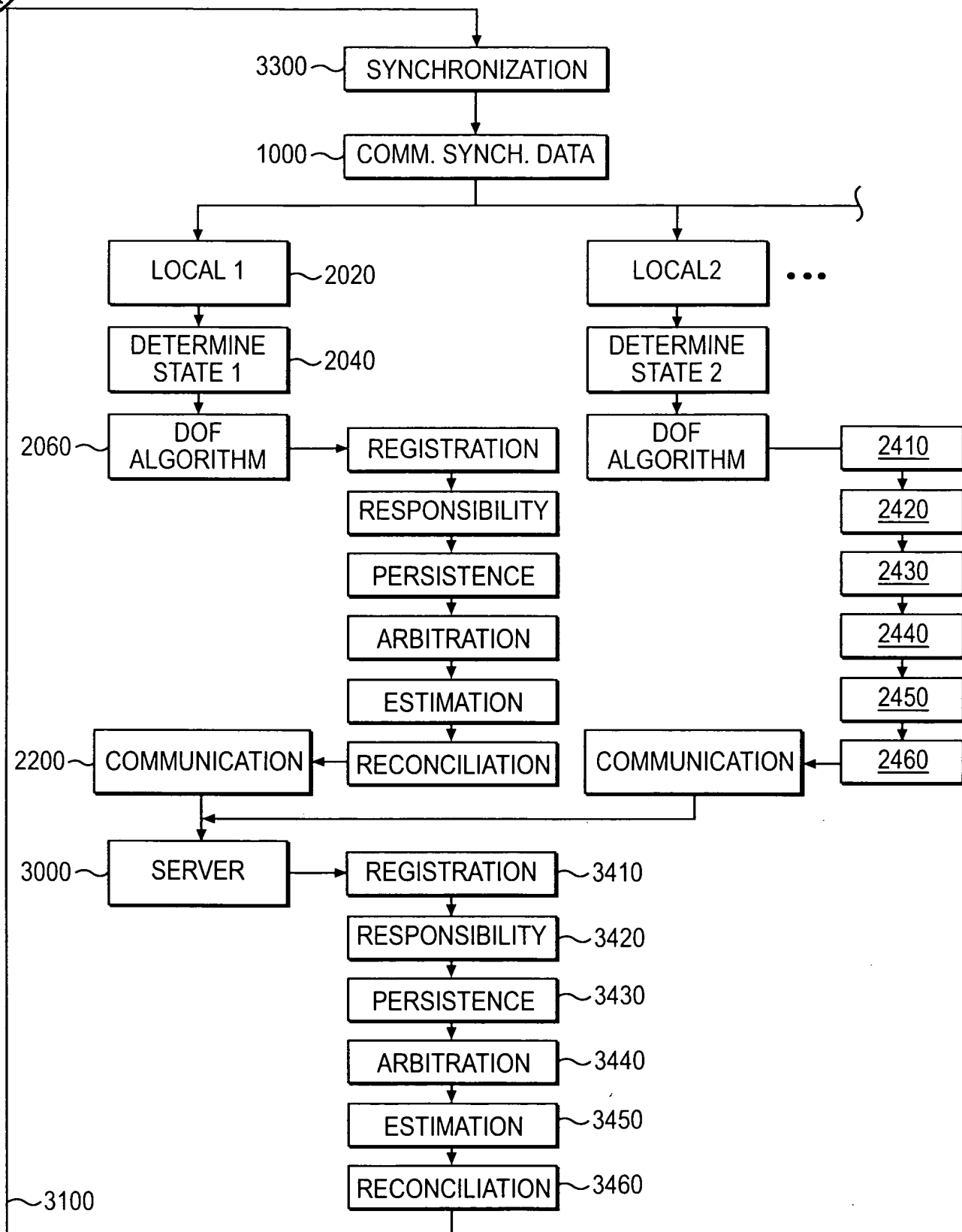
**FIG. 11**



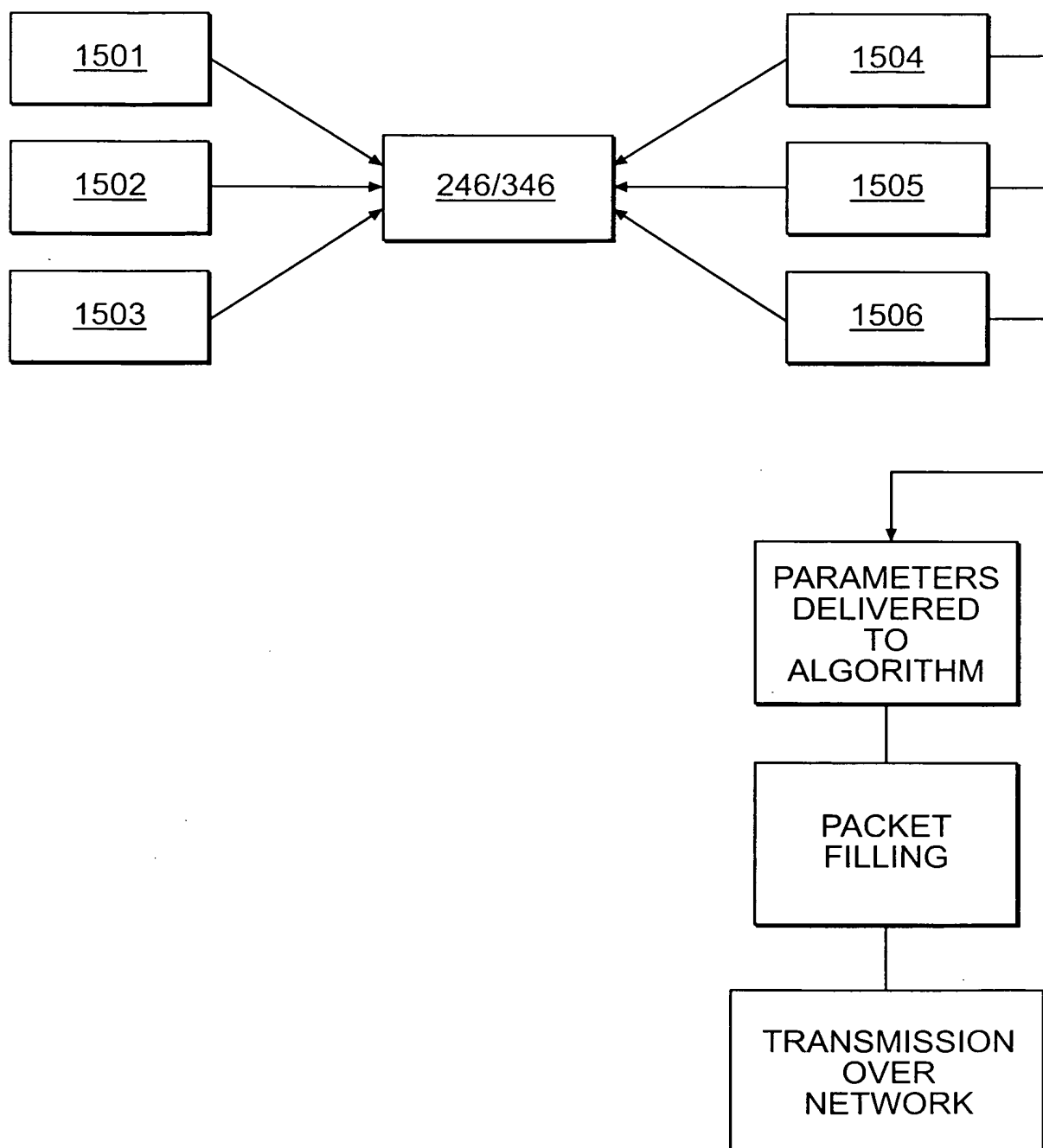
**FIG. 12**



**FIG. 13**



**FIG. 14**



**FIG. 15**